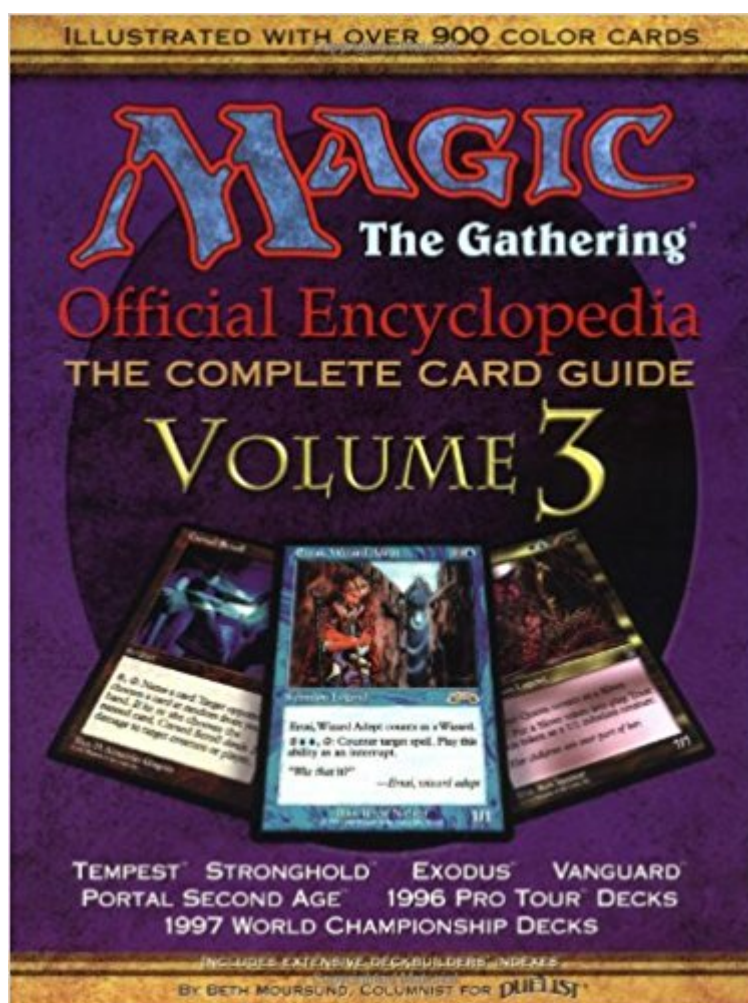


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Magic: The Gathering -- Official Encyclopedia, Volume 3: The Complete Card Guide



Synopsis

Beautiful full-color reproductions of over 1,000 new Magic cards fill the pages of this comprehensive reference guide to the decade's hottest fantasy game.

Book Information

Series: Magic the Gathering (Book 3)

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Best Sellers Rank: #1,262,363 in Books (See Top 100 in Books) #53 in [Books > Humor & Entertainment > Puzzles & Games > Card Games > Trading Card Games](#) #82 in [Books > Reference > Encyclopedias & Subject Guides > Science Fiction & Fantasy](#) #297 in [Books > Reference > Encyclopedias & Subject Guides > Children's](#)

Customer Reviews

Just finished the review below...since when an erratum for every card was good? Errata are the behind-the-scenes changes in the rules - how is that good? It only complicates the game. Also, I've noticed that with every volume the amount of info steadily decreases: the first volume held images of well over 2000 cards from Third and Fourth Ed., Arabian Nights, Antiquities, Legends, Ice Age, The Dark, Fallen Empires, Alliances, and who knows what else. It was jam packed with an out-of-order chronology, the banned cards, lots of strats and card info. The second volume was thirty percent smaller - 1300 cards from Weatherlight, Visions, Fifth Ed., and Portal. It was bleaker, smaller, less enthralling. Now, THIS volume features 900 cards from four small expansions - they didn't even wait for the block to be over. Some of illustrations are botched or ill-colored, and the text on the best cards... Of course, if you want some sort of help choosing or organizing your M:TG cards, you will need this, but, believe me, this is not a diamond in the rough.

This book is essential to any Magic player, especially one who uses recent cards. The book contains every card from tempest, Stronghold, Exodus, and Portal Second Age, which are basically

the best new sets on the market. This book is better than the other 2 encyclopedias because it also includes Vanguard cards and decks from Pro Tour '96 and '97. Also, the card index in the back contains every single magic card up to July 1998, which makes it the best book for a deckbuilder. This is the best magic book for anybody!

OK, I'll admit it's nice to have a full color guide to every card, but it's really not as useful as it seems. It's an excellent one time read, but after that it loses its novelty. I have a subscription to InQuest, and I consider it better, with constant updates, as opposed to paying \$20 every four sets, especially at the rate they're being cranked out now.

The three volumes of the encyclopedias are great. They give the players and collectors alike the location of a certain card in the different expansion sets. When the book is used with the deck builders guide, it becomes an even greater source of information. All three volumes are a must have for anybody involved in the game of magic :-)

I really use this book for my reference. As a person who collects Magic Cards as well as play the game I find this book extremely useful. I can match the cards I have with what is in the book and this is extremely helpful.

It tells me everything I need to know about the cards. Now I don't need to ask my friends what the prices of cards are. Now they're asking me! I am definitely getting all the other books.

Seems like it's getting thinner and thinner each volume. They should publish it later (until they have enough cards to fill-in). But then as a serious MTG collector, it's still a must to have.

This book is our bible...to buy everyone of these cards would cost a king's ransom. This is less than 20 bucks!

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